

FRAME BUFFER CAPTURE OF ACTUAL GAME PLAY

ABSTRACT OF THE DISCLOSURE

5 Methods and apparatus are described for capturing a game history. Execution
of a game of chance is facilitated in a network causing generation of a plurality of
game presentation frames capable of being presented on a multimedia display of a
first device on the network. First frame data are received from the first device via the
network. The first frame data represent at least a portion of the game history and
10 include a selected one of the game presentation frames.